

Figure 1
Example Bingo
Terminal Screen
With Complex
Entertainment

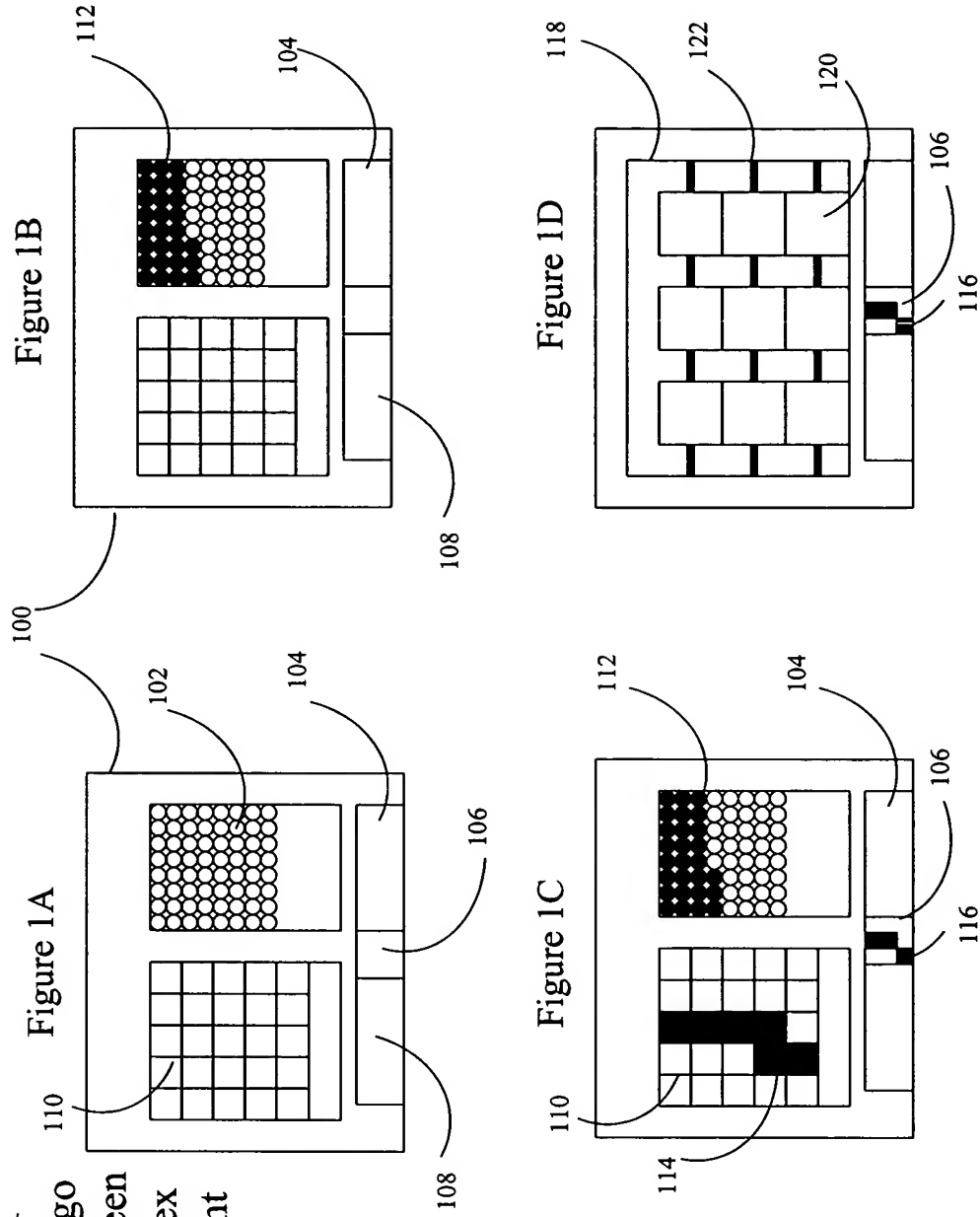


FIGURE 2
 Bingo Game System Enabling A Plurality Of Parallel Sessions And Multiple Games
 Within Each Session

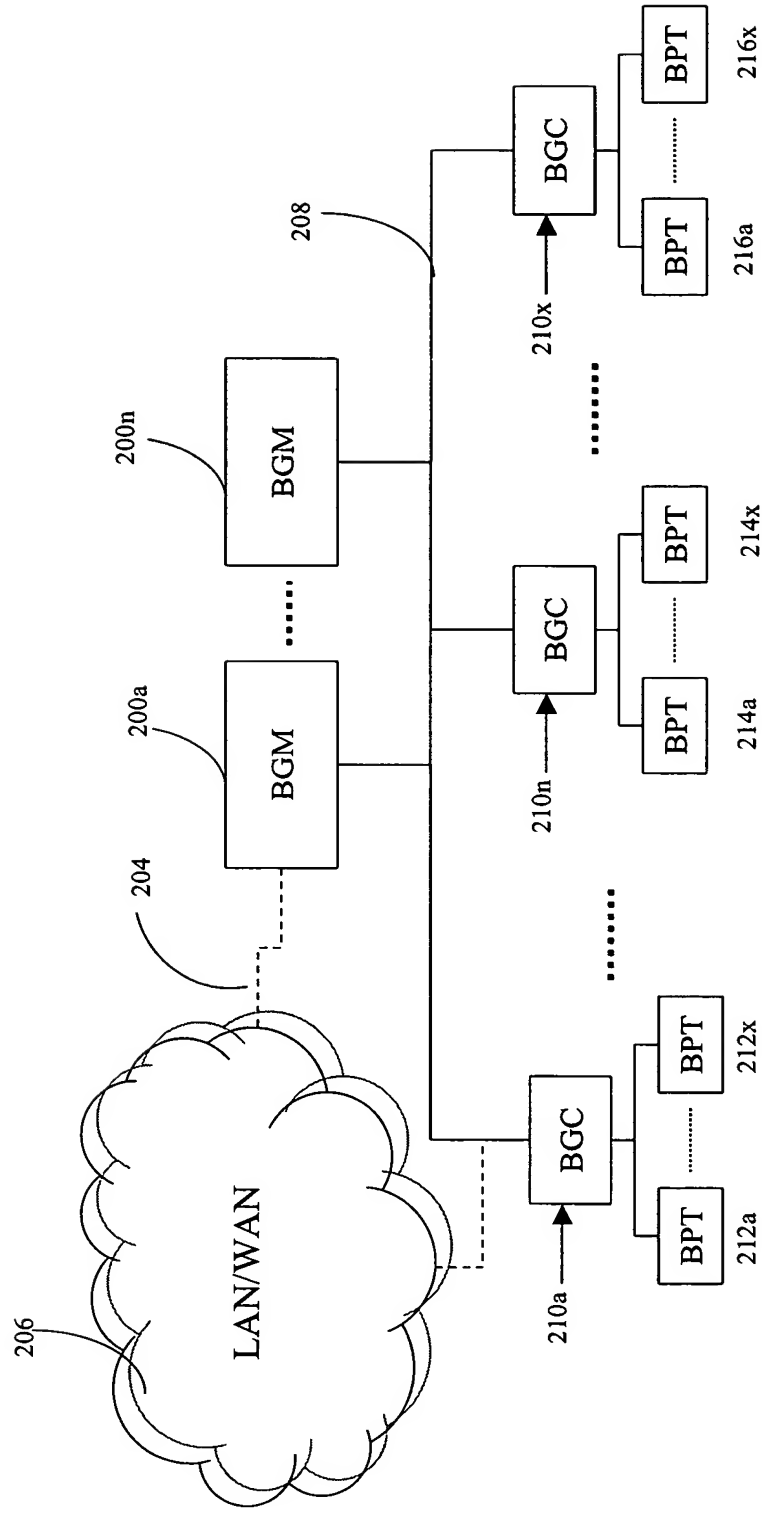
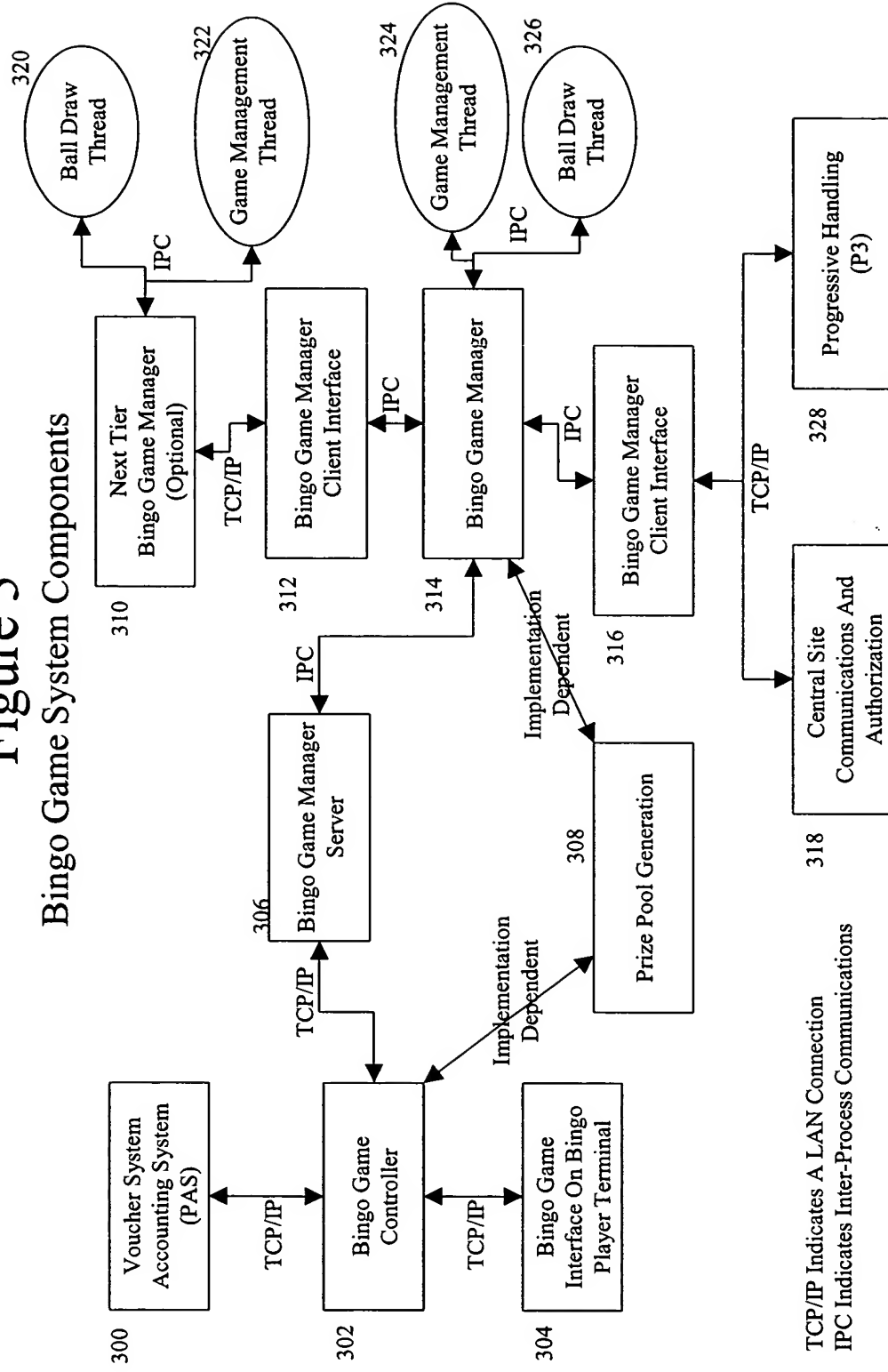


Figure 3

Bingo Game System Components



TCP/IP Indicates A LAN Connection
IPC Indicates Inter-Process Communications

FIGURE 4

Bingo Game System Running A Plurality Of Parallel Sessions And Multiple Games Within Each Session

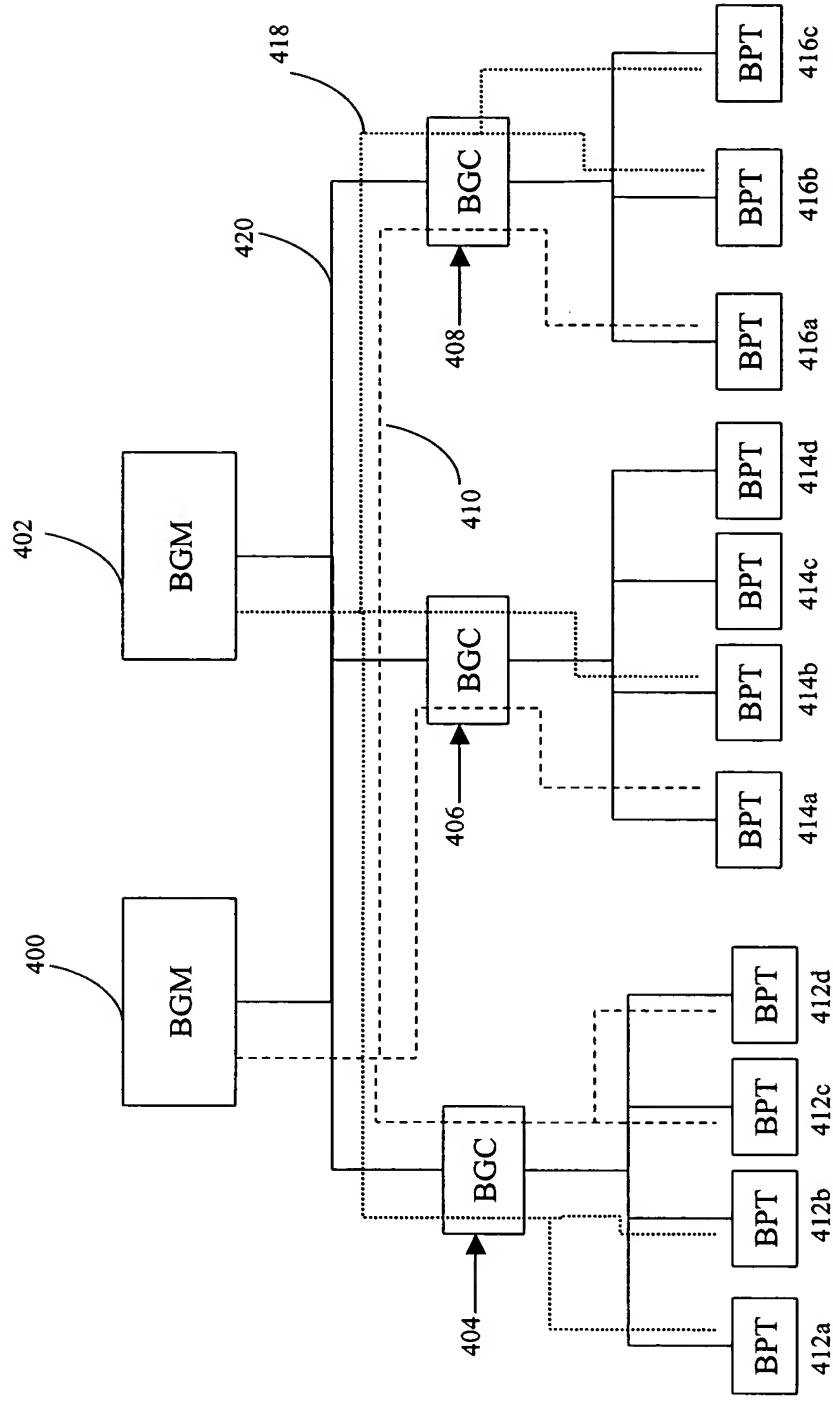


Figure 5
Logical Relationships Between Bingo Game Managers, Games,
And Sessions From Previous Figure

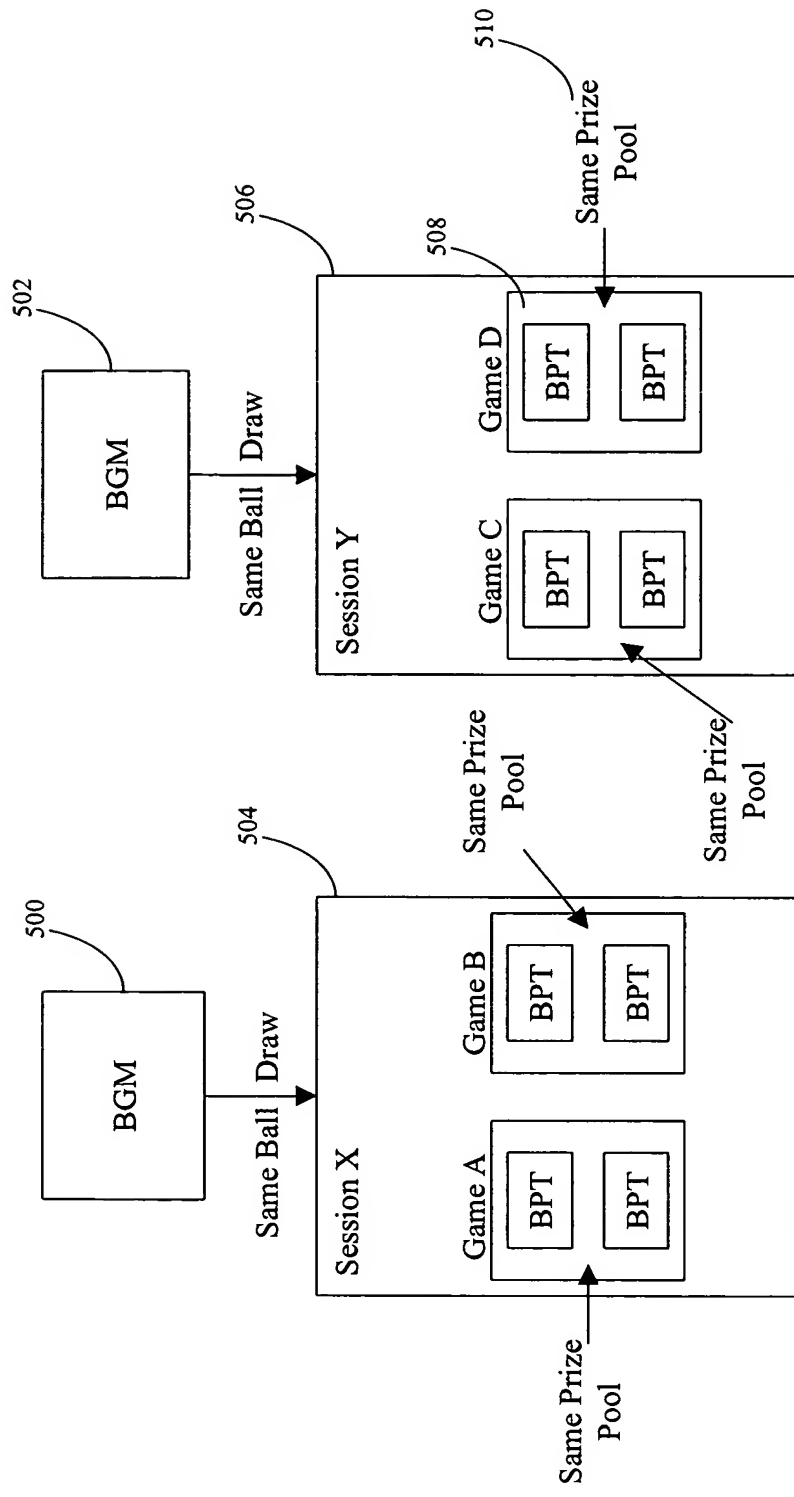


Figure 6
Bingo Prize Pool Construction

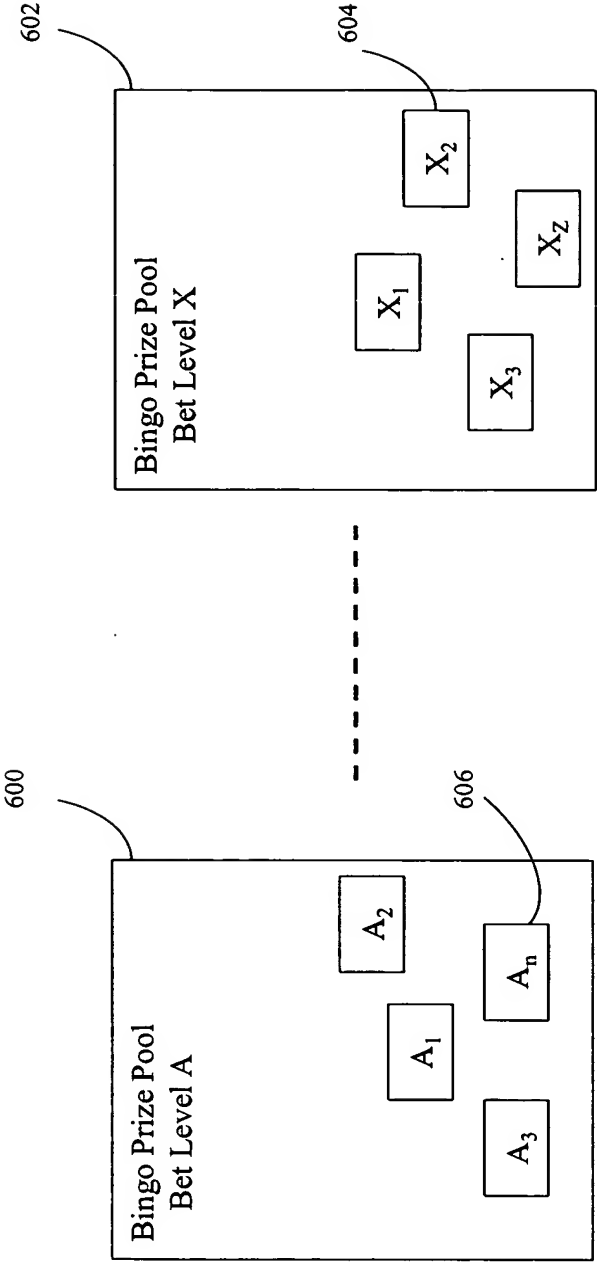


Figure 7
Prize Pool
Generation

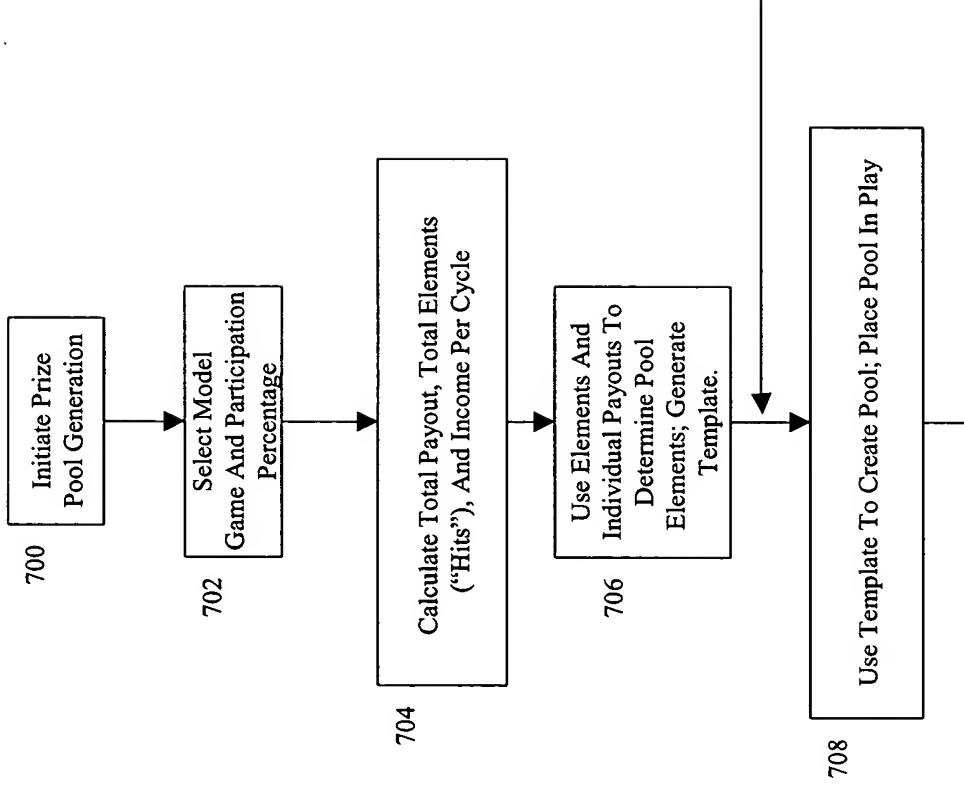


Figure 8

Example Tables From A 32 Stop/Reel, 3 Reel, Evenly Weighted,
Single Payline Slot Machine

Combination	Reel 1	Reel 2	Reel 3	Total Hits	Pay	Total Pay
☼ ☼ ☼	2	2	2	8	1200	9600
3Bar 3Bar 3Bar	3	3	3	27	90	2430
2Bar 2Bar 2Bar	4	4	4	64	60	3840
Bar Bar Bar	6	6	6	216	30	6480
Face Face Face	1	1	1	1	15	15
Any Any Face	26	26	1	676	2	1352
Any Face Any	26	1	26	676	2	1352
Face Any Any	1	26	26	676	2	1352
Any Face Face	26	1	1	26	6	156
Face Any Face	1	26	1	26	6	156
Face Face Any	1	1	26	26	6	156
Blank Blank Blank	16	16	16	4096	1	4096
Total				6518		30985

Table 8A

Used To Generate Pool Elements

Reel Wins	1 Coin	2 Coin	3 Coin
☼ ☼ ☼	1200	2400	3600
≡ ≡ ≡	90	180	270
== ==	60	120	180
-- --	30	60	90
☺ ☺ ☺	15	30	45
Any Two ☺ ☺	6	12	18
Any One ☺	2	4	6
Three Blanks	1	2	4

Table 8B

Visible To Players On Slot Machine

Figure 9
Using Bingo
Prize Pools

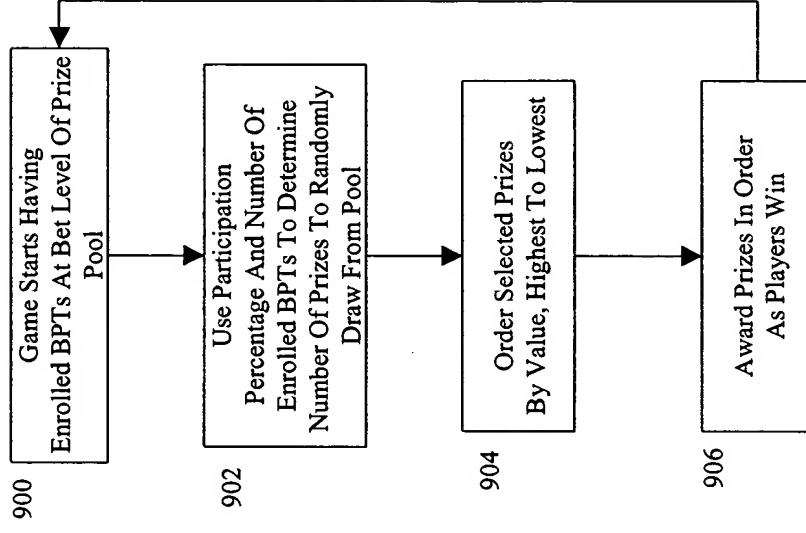


Figure 10
Bingo Card
Generation

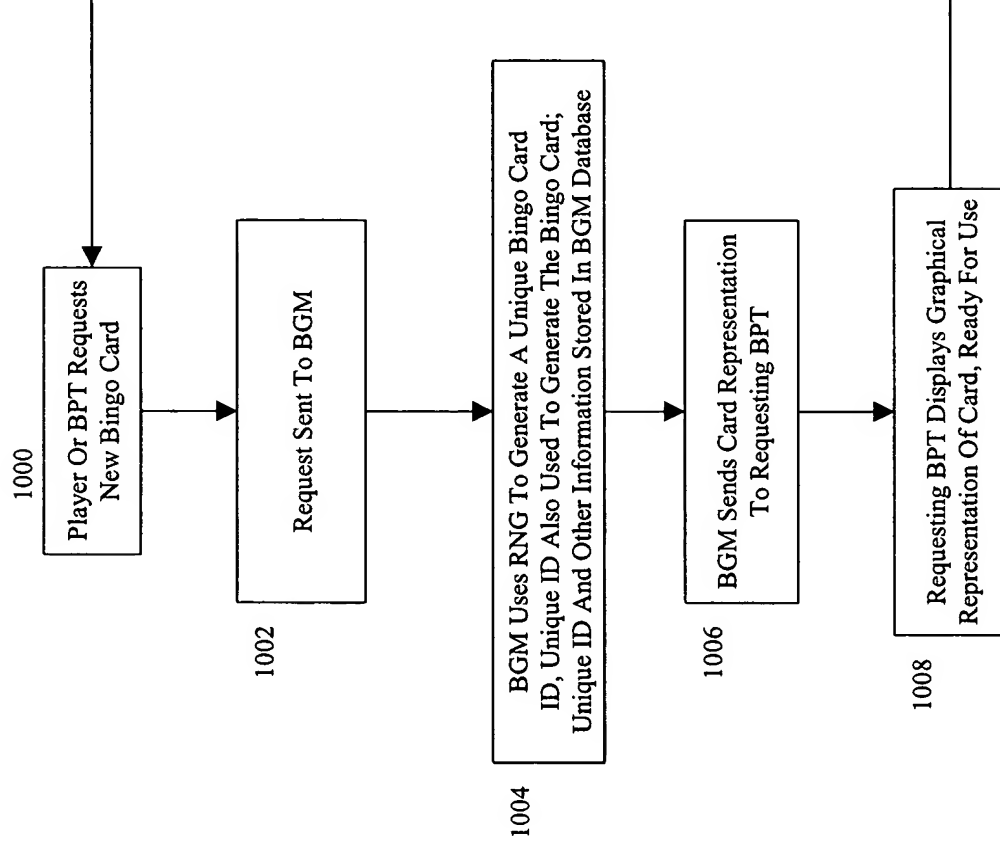


Figure 11

Running A Game Session

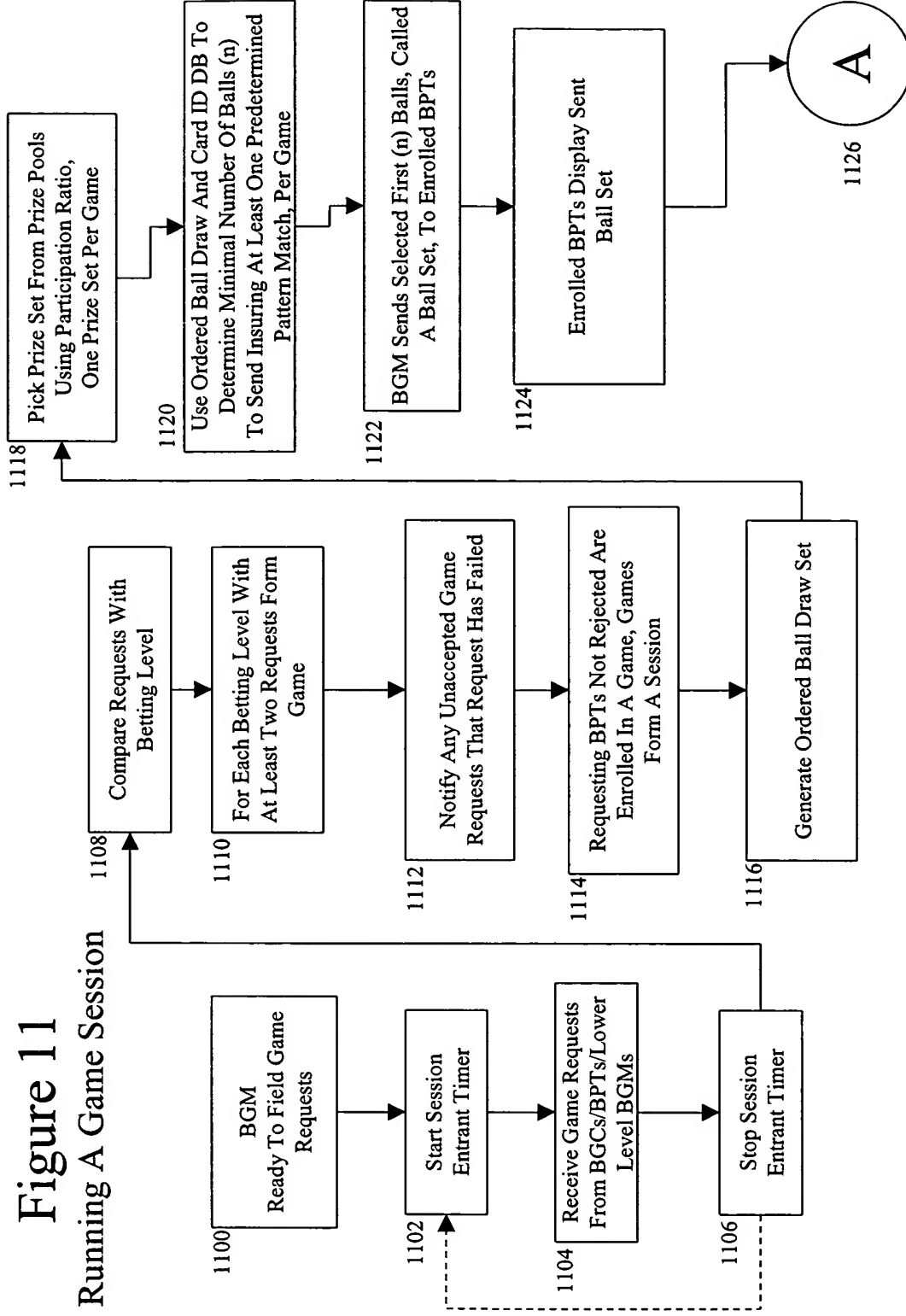


Figure 12
Running A Game
Session Continued

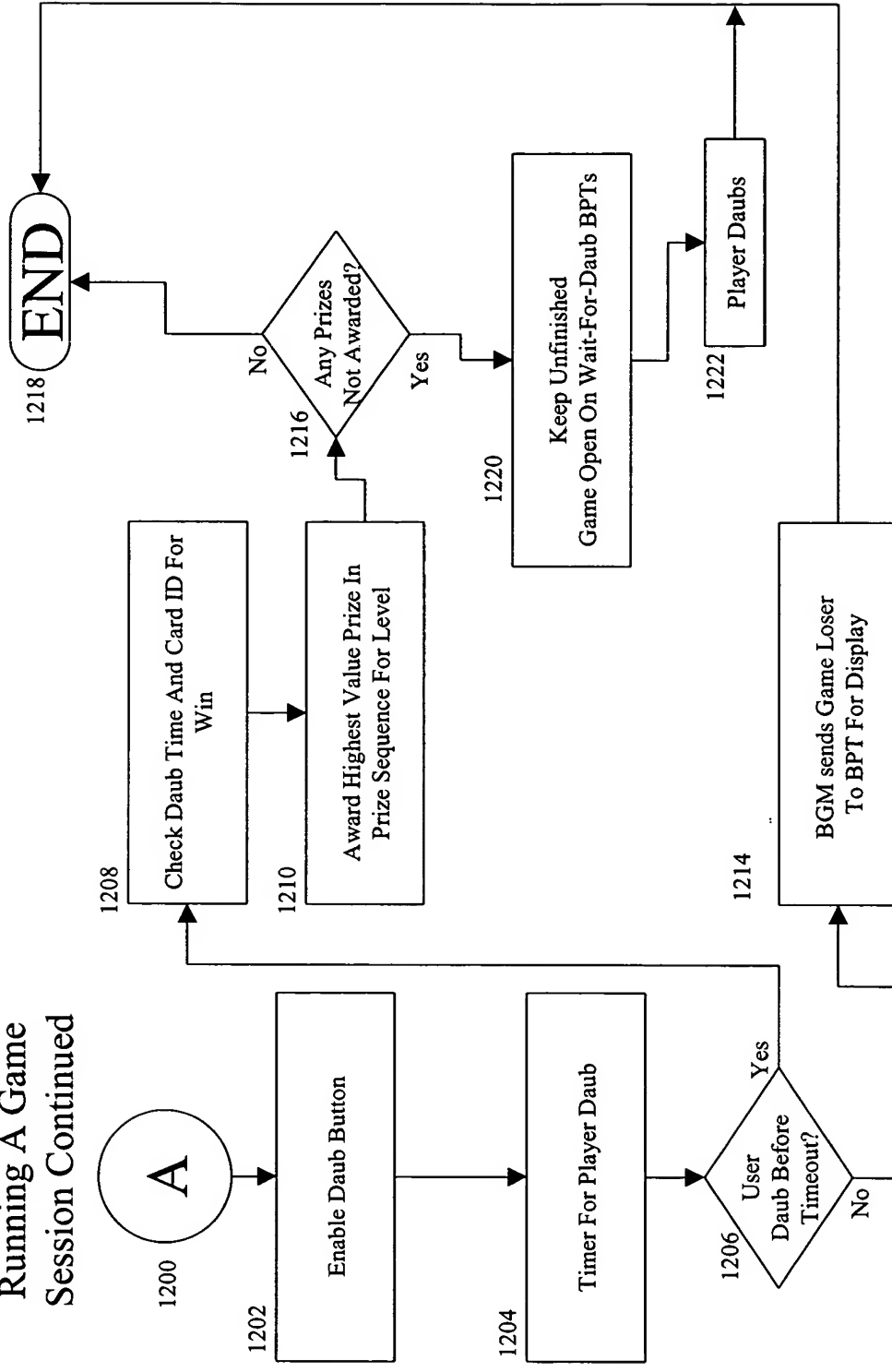


FIGURE 13
 Bingo Game System
 According To The Present
 Invention

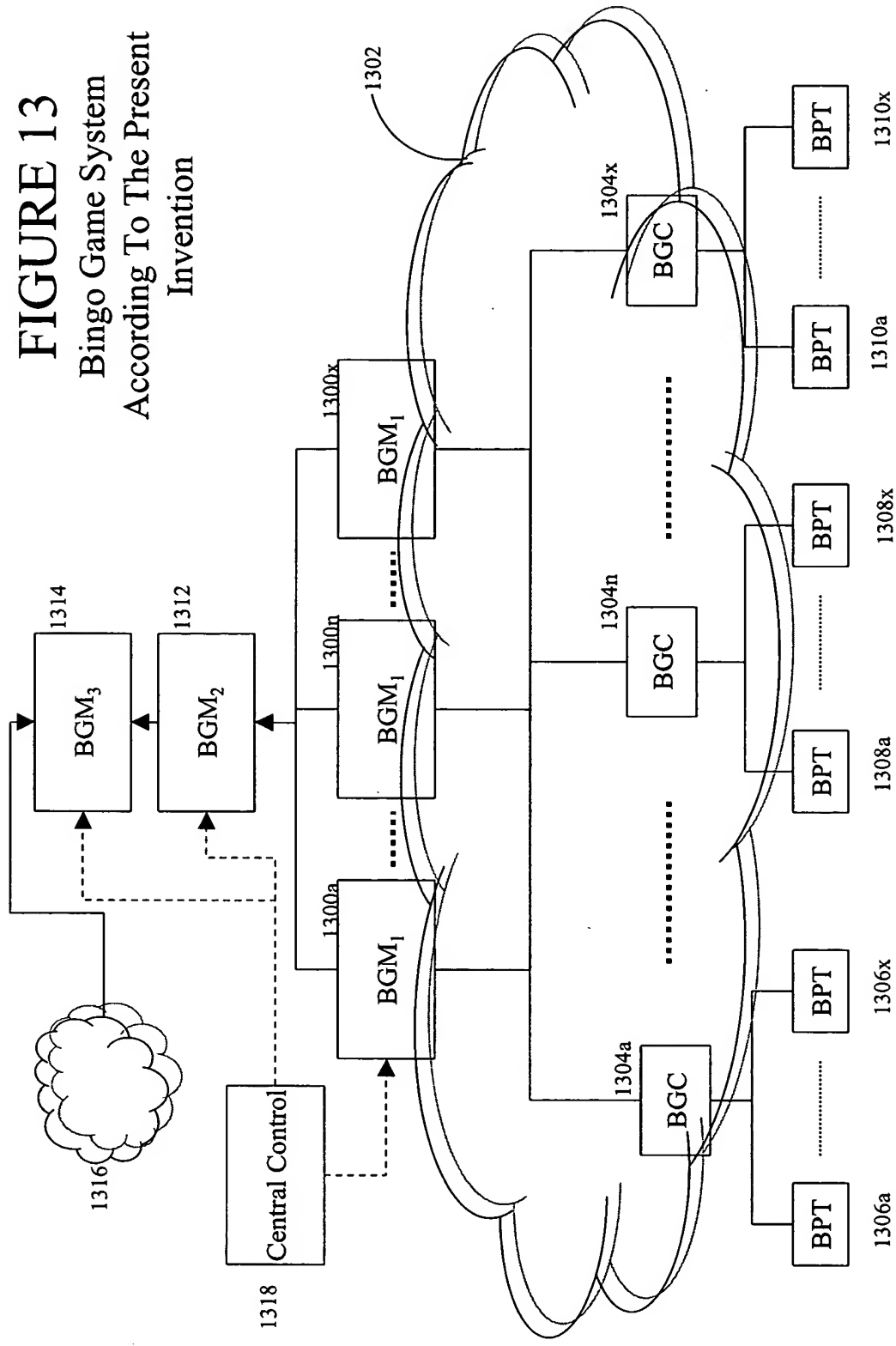


Figure 14
Player-Funded Progressive
Bingo Game

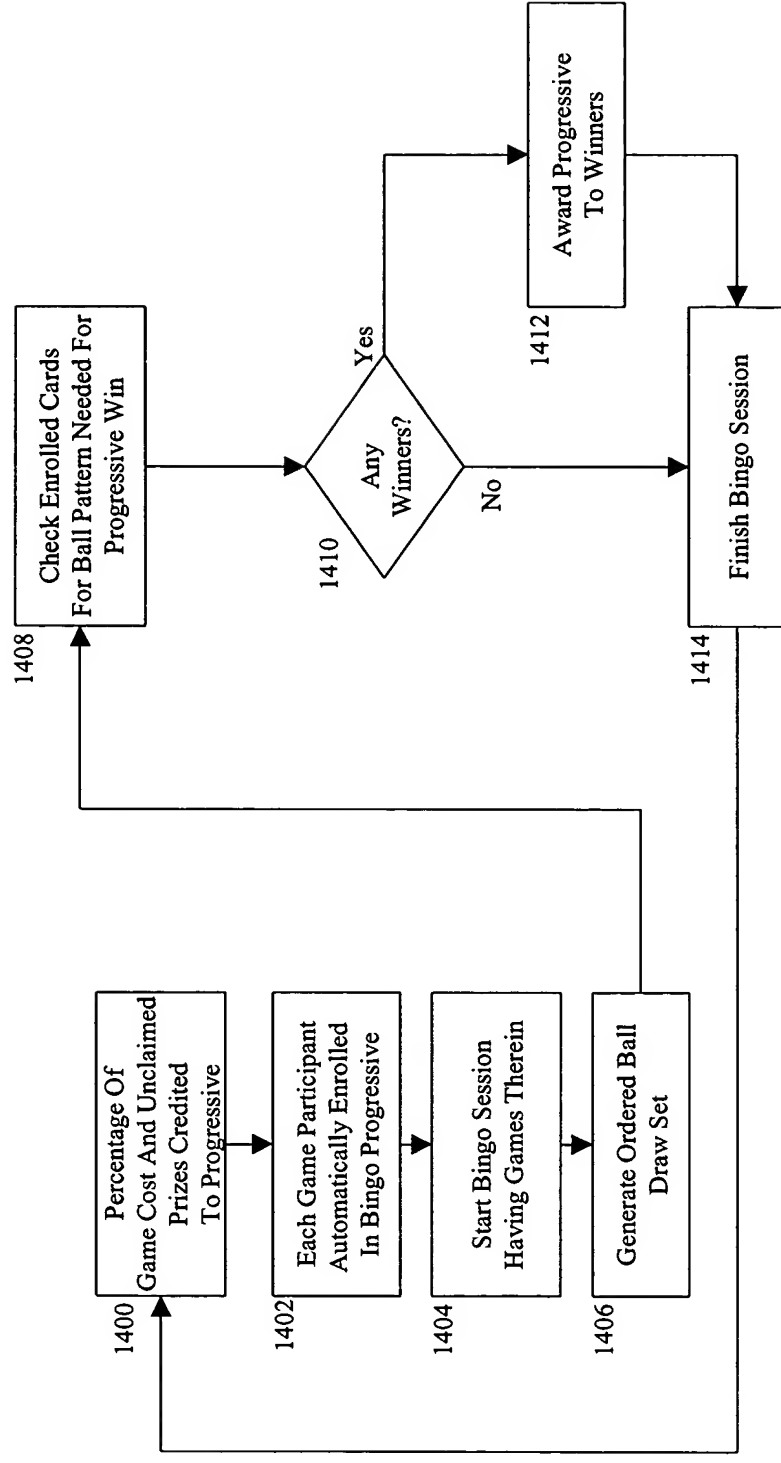


Figure 15
Player-Funded Bonus
In A Bingo Game

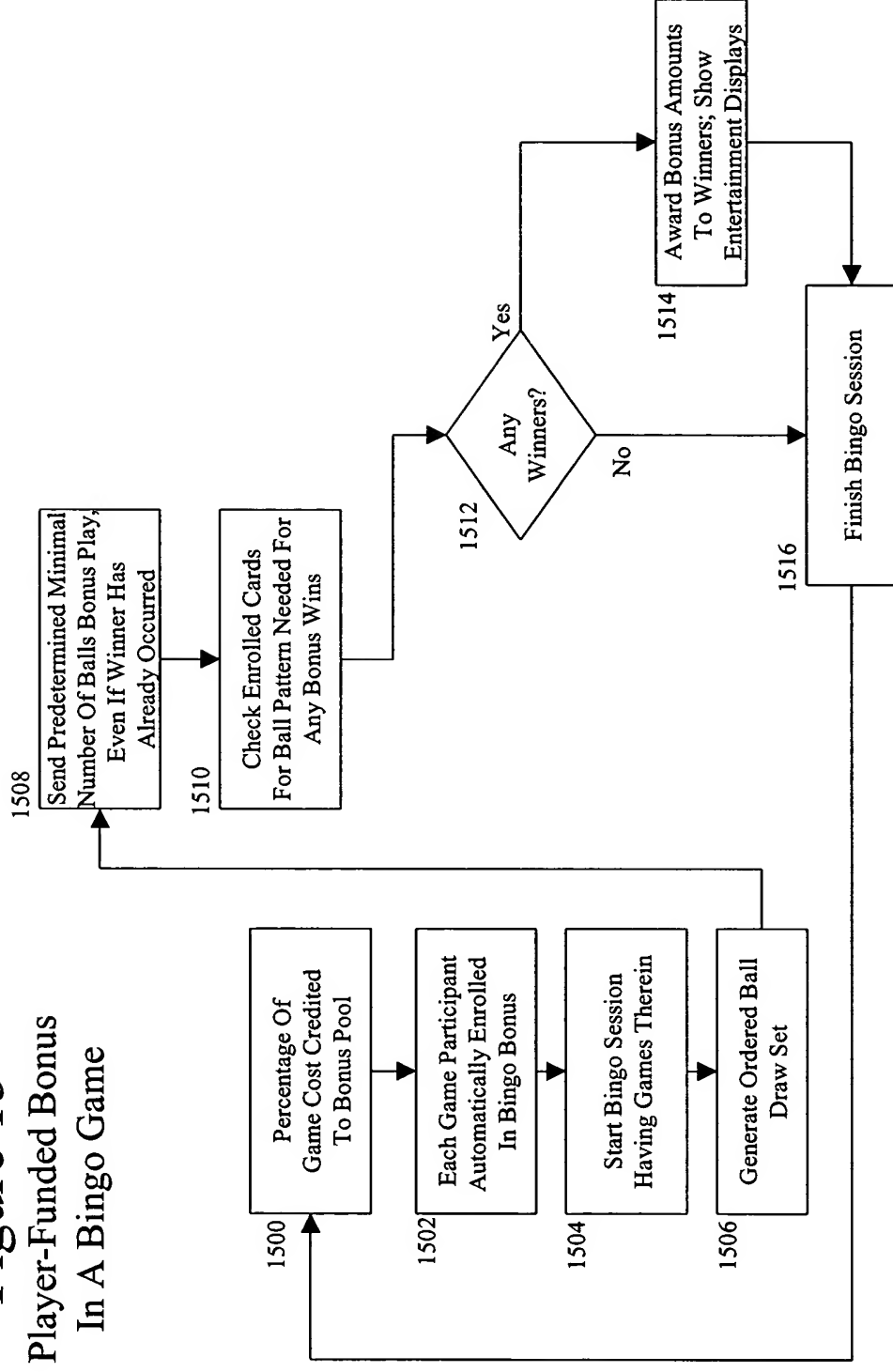
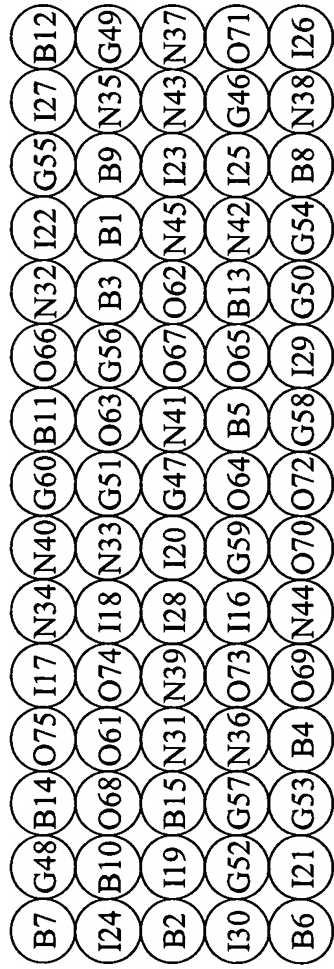


Figure 16
Relationship Between A Bingo Session Ball Draw And
Ball Sequences Sent To Individual BPTs



Sequences Sent To Game 1

(1) B7-G48-B14-O75-I17-N34-N40-G60-B11-O66-N32-I22-G55-I27-B12-I24-B10-O68-O61-O74-I18-N33-G51-O63-G56-B3-B1-B9-N35-G49

(2) B2

(3) I19

Until Associated Prize Set Awarded

Sequences Sent To Game 2

(1) B7-G48-B14-O75-I17-N34

(2) N40-G60-B11-O66-N32-I22-G55-I27-B12-I24-B10-O68-O61-O74-I18-N33-G51-O63

(3) G56-B3-B1-B9-N35

Until Associated Prize Set Awarded

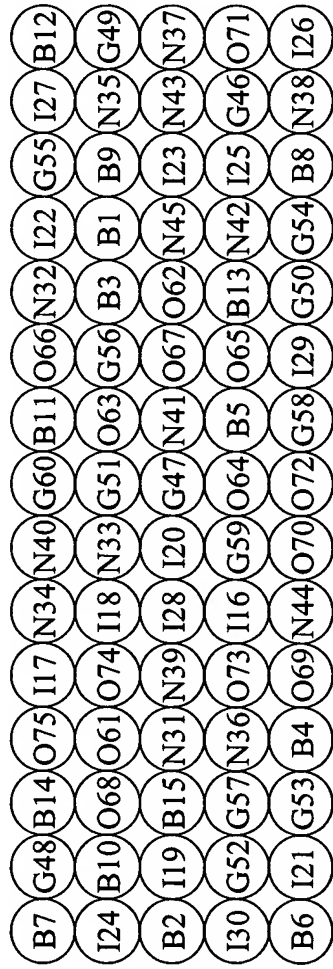
1604 Game 1 1606 Game 2 1608d

B	I	N	G	O	B	I	N	G	O
2	19	34	51	75	3	16	39	58	63
6	22	33	46	70	15	21	33	51	65
8	16	F	52	64	8	18	F	59	61
5	29	36	55	62	14	17	34	48	75
15	25	38	57	66	7	29	44	53	72

1608a 1608b

Figure 17

Relationship Between A Bingo Session Ball Draw And
Ball Sequences Sent To Individual BPTs



1704

Sequences Sent To Game 1

- (1) B7-G48-B14-O75-I17-N34-N40-G60-B11-O66-N32-I22-G55-I27-B12-I24-B10-O68-O61-O74-I18-N33-G51-O63-G56-B3-B1-B9-N35-G49

(2) B2

(3) I19

Until Associated Prize Set Awarded

1706

Sequences Sent To Game 2

- (1) B7-G48-B14-O75-I17-N34

- (2) N40-G60-B11-O66-N32-I22-G55-I27-B12-I24-B10-O68-O61-O74-I18-N33-G51-O63

- (3) G56-B3-B1-B9-N35

Until Associated Prize Set Awarded

1702

Game 2

B	I	N	G	O
12	19	45	47	64
		18	35	55
8	21	F	49	72
1	16	31	58	68
9		39	57	65

1708d

B	I	N	G	O
3	16	39	58	63
15	21	33	51	65
8	18	F	59	61
29	44	53	72	

1708c

1700

Game 1

B	I	N	G	O
2	19			
6			46	70
8	16	F	52	64
5	29	36		62
15	25	38	57	

1708a

B	I	N	G	O
15	16	44	53	72
2	25			
			F	
13	21	31	59	71
4	26		50	70

1708b

Figure 18
Determining A Number
Of Prizes To Award Per
Game Using A Participation
Percentage (PP)

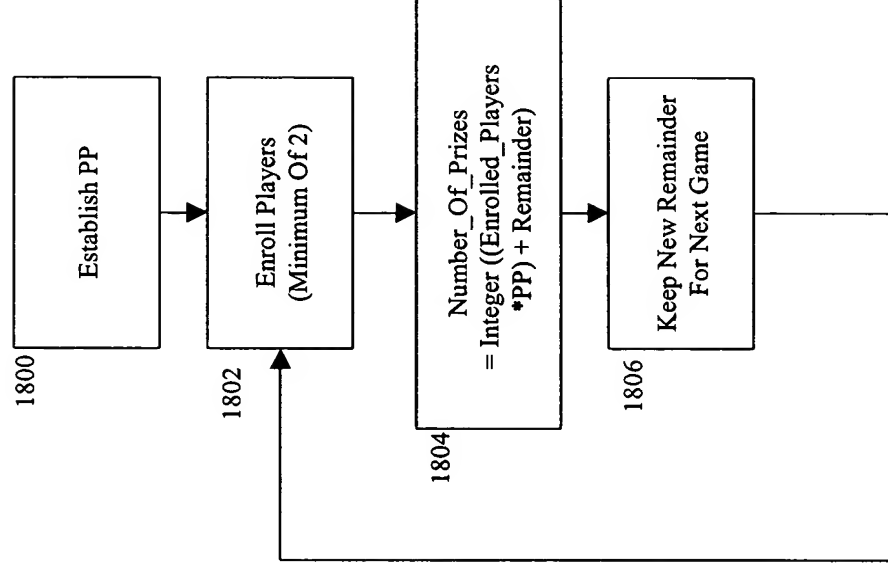


Figure 19
Running A Game Session
With Multi-Wager-Level
Games

